

MO1 THE BLUEPRINTS

HARD / 6+ SURVIVORS / 150 MINUTES

Exploring a prison crowded with zombies without any map would be our last mistake. We've all seen TV shows about prisoners escaping using a good map of the whole building. We want to go in, not out, but the idea is still good. But who leaves complete maps just lying around? After some hard thinking, we're heading for the prison workshop. Everything they needed fixed got fixed here, so we have a good chance of finding maps or-even better-blueprints.

Tiles needed: 1P, 2P, 3P, 5P, 6P, 9P, 11P, 16P & 18P.



OBJECTIVES

The plan is to methodically explore the whole area, then to go back.

1- Find the maps, blueprints, and all that can be useful.

After some careful observation, the places of interest have been identified. They are marked on the map with a red "X". Take all the red Objectives.

2- Fall back behind the security gates. Fall back into the prison with the remaining Survivors, then lock the violet gate and the white doors. Kill all Zombies that have entered until the remaining Zombies have no open path to reach the Survivors. At least one Survivor must be inside the prison, in this safe area.

SPECIAL RULES

- **Exploring methodically.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Observation stuff.** Set one Scope card and one Rifle card in the observation tower shown on the map. A Survivor in this observation tower can use one Action to take both cards.

- **The rotating security gate.** This rotating security gate is the first obstacle between you and one possible way to get out. When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the yellow Switch for the first time also takes the yellow Objective and gains 5 experience points.

- **The violet Switch.** The violet door is the second obstacle between you and the outside. Activating the violet Switch opens the violet door. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points. The violet door closes when the violet Switch is set back to its original setting.

- **Uh-oh. The violet Switch also opens another door inside.** Zombies are now coming from inside the prison! The violet Spawn Zone activates when the violet Switch is activated. This Spawn Zone ceases to spawn Zombies when the violet Switch is set back to its original setting.

- **The white cells have already been explored.** Activating the white Switch opens all white cell doors. The Survivor who activates the white Switch for the first time also takes the white Objective and gains 5 experience points. When the white cell doors are opened for the first time, don't forget to spawn Zombies in the whole area, including the little room on the bottom right corner of the map. The white cell doors close when the white Switch is set back to its original setting.


















- **The berserker guardian.** A smart guy managed to get some blueprints but was trapped inside an observation tower by an Abomination. We arrive too late to save him. At the beginning the game, place a Berserker Abomination in the Zone marked on the map.

- **You can use cars.**

- **It's a pimpmobile!** You can search each pimpmobile only once per game. Each contains a Gunblade.

- **Police car!** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



						
Player starting area	Rotating security gate	Observation tower	Prison main entry door	Violet prison main entry door	1 Berserker Abomination	Spawn Zones
						
Pimpmobile	Police car	Rifle + Scope	Door	Open door	Exit Zone	Objectives (5 XP)
						
			White cell door	Switches	Switches	